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Use the moves that made them famous as you shred an endless set of the most realistic waves to ever grace a video game.

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TEEN

STRONG LYRICS
MILD VIOLENCE



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ATARI

Part # 22647M



ATARI

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

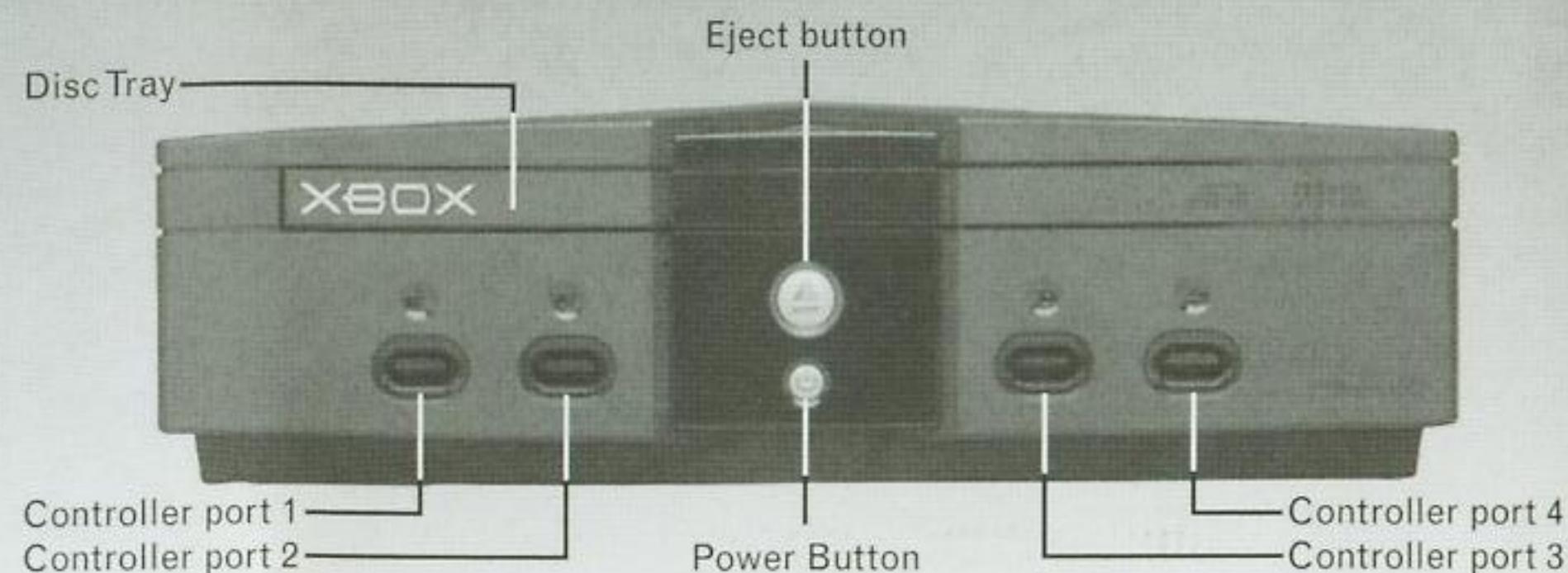
Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn into to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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GETTING STARTED



Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **TransWorld SNOWboarding** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **TransWorld SNOWboarding**.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **TransWorld SNOWboarding**.

CONTROLS

Left thumbstick	Carving and air tricks
Directional pad up/down	Adjust gameplay camera
A button	Press and hold, release to ollie.
X button	Speed Boost
B button or Y button	Rail
Left and Right triggers	Switch stance and land combos
BACK button	Reset to level center
START button	Pause
White button	Music Track Forward – Press once to skip one song forward in the current music playlist.
Black button	Music Track Rewind – Press once to restart the current song. Press twice to skip one song back in the current music playlist.

Carving and Air Tricks

Move the the left thumbstick left and right to carve left and right on the slopes. Move the left thumbstick up to go into a speed tuck. You can also do air tricks by moving the left thumbstick after performing an ollie. Move the left thumbstick up while in mid-air to perform a front-flip. Move the left thumbstick down while in mid-air to perform a backflip. To spin in the air, move the left thumbstick right or left. Move the left thumbstick to any angle to create different types of spinning flips.

Ollie

To perform an ollie, press and hold the **A** button. Release the **A** button to spring up into an ollie.

Speed Boost

When you pull a trick you earn Speed Boost. The amount of Speed Boost you currently have is shown in the Speed Boost meter in the Heads-Up Display. Press the **X** button to use the Speed Boost for insane air or just to go really freakin' fast. For more details on the Heads-Up Display, see page 7.

Railing

To balance on a rail, press and hold the **B** button and use the left thumbstick for balance. Pull the left and right triggers to perform rail spins. While on a rail, press the **B** button while holding the **X** button to use Speed Boost. Press the **A** button to ollie off the rail.

Switch Stance

While on the ground, press the left trigger or right trigger to switch your stance. Switching your stance is also a good way to check your speed if you are moving too fast.

Combos

Pull the left then right trigger or the right then left trigger in quick succession just before you land to perform a combo. Combos are only possible on perfect and normal landings. If done correctly, the Combo timer will appear on-screen and you will have a few seconds to perform another trick. Mastering combos are the only way to achieve the Super Pro scores in the TransWorld Tour.

Reset

When you're lost or stuck, press the **BACK** button to reset your position back to the main part of the run.

Pause Menu

Press the **START** button to bring up the in-game Pause Menu. Here you can change music, view level goals and other options.

Basic Grabs

There are eight basic grabs that you can perform by moving the right thumbstick in any of eight directional combinations of up/down and right/left. While in the air, hold any of the eight thumbstick positions to perform a basic grab.

Advanced Grabs

There are eight advanced grabs, that you can perform by pressing and holding the right thumbstick button while moving the right thumbstick in any of eight directional combinations of up/down and right/left. While in the air, hold any of the eight stick positions to perform an advanced grab.

Replay Controls

The replay starts automatically at the end of each run. Use these controls to view your replay from various angles:

Right thumbstick left/rightPan left/right
Right thumbstick up/downZoom in/out
Y buttonHide the menu overlay
START buttonPause Menu

THE HEADS-UP DISPLAY



Timer

Trick Combo List and Point Value

Total Score

Speed Boost Meter

Switch Position Indicator (Boarder Rally only)

MAIN MENU

TransWorld Tour

Welcome to the TransWorld Tour! The 10 top professional snowboarders in the world have been gathered to take on seventeen of the most insane mountains ever. At each location you must conquer challenges and complete enough goals to unlock the next level. Look out for photographers positioned around each level as well. Do a big trick and you may be rewarded with a TransWorld SNOWboarding cover, or even a new snowboard. To win the Tour (and the secret surprise at the end) you must complete all level goals with your selected boarder.

The TransWorld Tour is broken down into five types of levels, each with various goals and objectives:

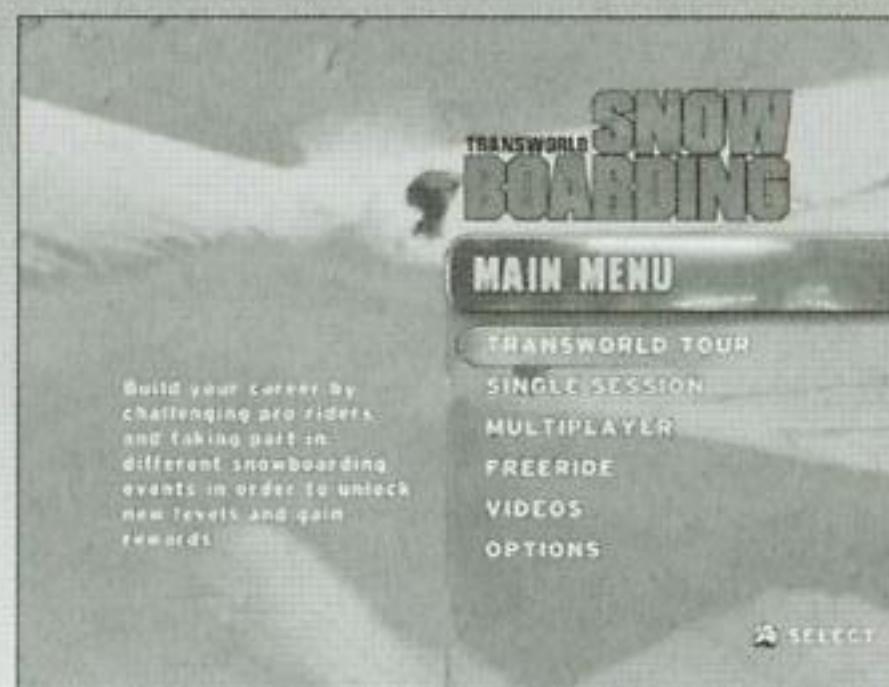
Slopestyle – These medium-size levels are the ultimate combination of tricks and speed. Focus on big tricks, combos and exploration of hidden areas.

Halfpipe – These levels are very similar to skateboarding halfpipes, but longer. The goal is to make it to the bottom. Go from wall to wall hucking huge tricks on each side. Watch for rails that you can hit along the top of some pipes.

Boarder Rally – Find the fastest way to the bottom of the run while racing against other competitors. Do some tricks and build up your Speed Boost to achieve maximum speed.

Straight Jump – These are the shortest levels. Focus on doing the biggest possible tricks over a few huge jumps. Try to use your Speed Boost when heading for the final wall to get as much air as possible on your last jump.

Backcountry – These are the biggest levels in the game, offering an insane amount of freedom and countless lines to the bottom. Try to find the hidden lines and big gaps to score maximum points.



Single Session

Try levels one at a time without the pressure of achieving level goals. Initially, you can only play the first three levels of the game. As you progress through the TransWorld Tour, unlocked levels become available in the Single Session mode. High scores are recorded and made to be broken.

Time Attack Mode

Try to beat your best time on certain runs — Straight Jump and Halfpipe levels have no Time Attack option. After your first attempt, your best run is replayed as a "ghost," a partially transparent character that you cannot collide with. Compete against your ghost to set the new best time for each level.

Freeride

No time limits, no scores — just you versus the mountain. Use this mode to find and explore hidden areas, sharpen your skills, or just go huge! Only the first three levels are available in this mode until you unlock more in the TransWorld Tour.

Multiplayer

Split-Screen — You and up to three friends compete in a split-screen battle. Try to outscore or outrace your opponents to the end of the level. Halfpipe and Straight Jump levels are not available in this mode.

Super Pro Mode — Allows you and up to three friends to compete with limited time. Each player chooses a boarder and you choose one of the available levels. Each player takes turns trying to score as many points as possible in the best sections of the level. Running point totals are kept, as are consecutive wins. Winning four in a row wins the Super Pro mode. Be creative! The most obvious path is not always the best path to score the most points in a limited amount of time. Use your combo landings to rack up more points.

Note: In both multiplayer modes, controller port 1 is always player 1, controller port 2 is always player 2, controller port 3 is always player 3, and controller port 4 is always player 4.

Videos

There's a lot of cool stuff here, including videos from our sponsors, videographers and bands. Videos unlocked in the TransWorld Tour mode such as Bios and Wipeouts are also available here under Rewards.

OPTIONS

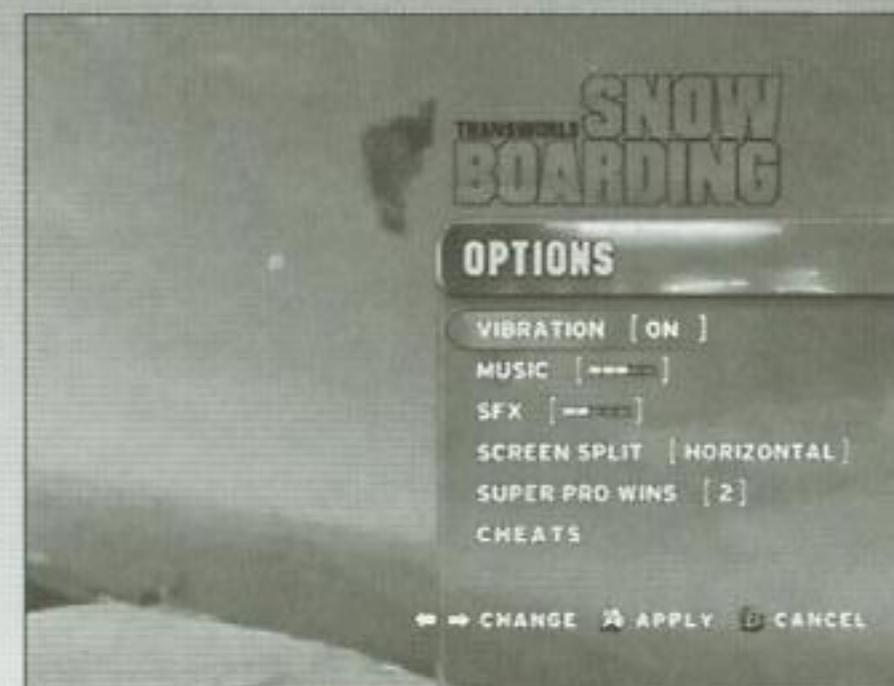
Audio — Change the volume of the music, sound effects, and announcer.

Vibration — Turn the vibration function ON and OFF.

Select Soundtracks — Select from any of the five soundtracks, including Punk, Rock, Hip-Hop, Electronic and All. If you have a user-created Soundtrack stored on your Xbox hard disk, you can also select it here.

Edit Soundtracks — Edit any of the five music soundtracks. (See Music Soundtracks section on page 11 for more details).

Credits — Check out the people who made this experience possible.



BASIC TRICKS

Note: All directions assume a regular-foot stance. The Character Select screen shows whether you have selected a regular- or goofy-foot rider. Frontside and backside rotations are the only things reversed for goofy-foot snowboarders.

Carving

Try putting different amounts of pressure on the left thumbstick to create different carves. Push hard to carve a sharper turn or soft to carve a wider, smoother turn. Different snow, ice, and powder surfaces will affect the way your boarder turns.

Ollie

Hold down the **A** button to crouch and get ready to ollie. Try to release the **A** button at the very top of the jump for maximum air. Hold the **A** button longer to create a bigger jump, or just tap it to hop up onto a rail.

Frontside and Backside

Riders can spin in either direction. When a regular-foot snowboarder spins counter-clockwise, they are spinning frontside, and when they spin clockwise they are spinning backside. Some level goals require specific frontside and backside tricks, so pay careful attention to which is frontside and which is backside for the character you select.

Switch

Snowboards also allow riders the ability to go switch or normal. When regular-foot riders have their left foot forward, they are in a normal stance, but when the right foot is forward, they are in a switch stance. Riding switch also reverses frontside and backside stance, so watch the on-screen indicator to see if you are riding normal or switch stance.

Landing

Landing a big trick is as important as performing it correctly. Try to land with your board pointed straight down the hill to get a Perfect landing and the most possible points. This is also the best way to carry your speed toward the next jump. If you land a trick and no landing type appears in your trick summary, you performed a Normal landing. Landing types affect your overall score multiplier for your tricks. Perfect landings double your score, Normal landings maintain your current multiplier, and Lousy landings cut your multiplier in half.

ADVANCED TRICKS

Spins

After you ollie, immediately push left or right on the left thumbstick to spin your rider flat in the air. Continue to hold the direction to keep spinning. Release to stop spinning. Try to straighten out for your landing.

Corkscrew Spins

After you ollie, immediately push left or right with some up or down angle on the left thumbstick. This will result in a Corkscrew spin where the rider spins on an axis related to the angle selected. If your rider starts to flip over, correct your spin angle to flatten the spin out before landing.

Flips

After you ollie, immediately push up or down on the left thumbstick to flip your rider in the air. Push up for frontflips, down for backflips, for as long as you hold the thumbstick. Try to release the flip when the snowboarder is in an upright position. Your character will always try to return to center, but if it's inverted too far, it will crash.

Spinning Flips

After you ollie, immediately push up or down with some left or right angle on the left thumbstick to spin while flipping. Front-spinning and back-spinning flips are the highest scoring tricks in the game. Try different combinations of flips and spins. Do lots of spins in one flip (like a 1080 Frontflip) or fewer spins in more flips (like a 360 Double Inverted Rodeo).

Spinning Flip Options:

Rodeo — Backflip with a frontside or backside 360 rotation or more.

McTwist — Front flip with a backside 540 rotation or more.

Haakon Flip — Switch backflip with a frontside 720 rotation.

90 Roll — Backflip with a backside 180 rotation.

Barret Flip — Front flip with a backside 180 rotation.

Hetzl Flip — Front flip with a frontside 180 rotation.

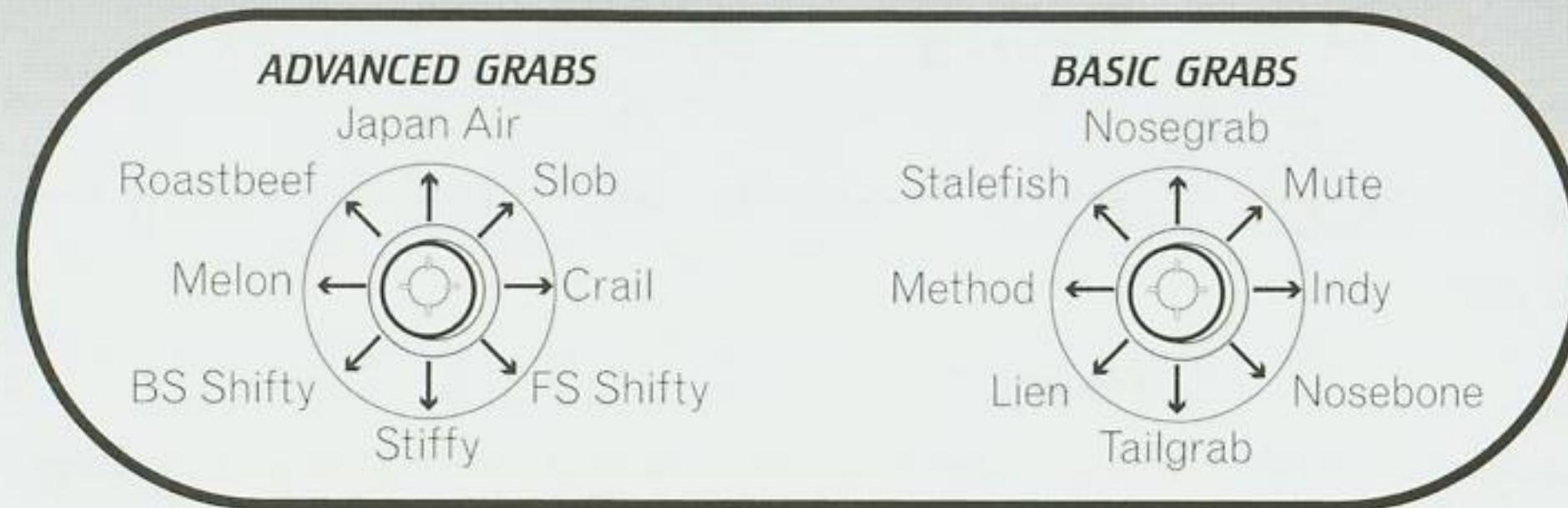
Wet Cat — Front flip with a backside 900.

Rippey Flip — Backside 720 Rodeo with a method grab

Under Flip — Front flip with a frontside 360 rotation or more.

Grabs

After you ollie, use the right thumbstick to perform grabs. Moving and holding in one of the eight directions on the right thumbstick performs one of the basic grabs. Moving and holding in one of the eight directions on the right thumbstick while holding the right thumbstick button performs one of the advanced grabs. Each grab has different hold properties.



Perfect Grab

Some grabs can be achieved quickly; others take more time to perform. Combine the grabs with spins and flips to achieve maximum points.

Rails

Use a quick ollie to pop yourself up onto a rail, or if you're already in the air, press the Rail button to land on a rail and continue your combo. Balance on the rails by moving the left thumbstick left or right. Watch your position closely to see when you are getting off-balance. If you are off-balance for more than a second or two, you will fall from the rail.

When riding, the rail, you can also use the left and right triggers to rotate your position. Be careful not to rotate too fast or you'll get off balance and fall. Use the Speed Boost on the rails to accelerate more quickly and set up big combos.

Set up for big tricks coming off the rails by pulling an ollie into a big spin or flip trick. Holding left or right on the left thumbstick as you ollie will not only spin, but also pull you left or right as you leave the rails.

TIPS AND TRICKS:

- When combining spins with flips, try different angles to get different trick types.
- Combine grabs with spins and flips for maximum points.
- Hold grabs until you hear a sound indicator to score a Perfect Grab.
- Land straight to score a Perfect Landing for maximum points.
- Don't be afraid to leave the course and look for secret areas and huge hidden drops.
- If you can't find a Tour Goal, watch the intro for the level you are struggling with. The camera fly-bys often show you where to complete each goal.
- If you can land on it, you can probably rail it!
- Speed and ollie timing are the keys to big air.
- Fire pits are often used to indicate big gaps and secret areas. If you get close enough for your board to catch on fire, you will receive an additional trick multiplier to score maximum points.
- Every level has some type of shortcut — exploration is the key to finding them all.
- The amount of vertical drop you achieve in a jump factors into how much you score.

MUSIC SOUNDTRACKS

You can edit the Music Soundtracks by going through the Options Menu or the Pause Menu.

Edit Soundtracks

Select from any of the available soundtrack types, including Punk, Rock, Hip-Hop, Electronic and All. You can listen to any song in any soundtrack by scrolling through the list. Press up and down on the directional pad and stop on the song you would like to hear. Select and deselect songs by pressing left and right on the directional pad.

Select Soundtracks

Select any of the available soundtrack types. If you have soundtracks saved to the XBox hard disk, these are also included in the Select Soundtrack list.

Level Themes

Each level also has a Level Theme soundtrack that you can select and edit in the same manner described above, only from the Pause Menu.

LOCATIONS AND LEVEL TYPES



Bavaria – Germany

Slopestyle
0 Goals to unlock

Located in the southern German Alps, this level starts in a forest, continues to a resort area, and ends in a Bavarian village. It's cloudy and the temperature is about -5 degrees centigrade with snow flurries and howling wind.



Lapland – Finland

Straight Jump
6 Goals to unlock

Launch off the top of this huge Nordic jump to give yourself a bit of boost. There are two types of steep jumps to hit — figure out which works best with your style. You're above the Arctic Circle now, so it's very cold and always dark outside in the winter.



Karelian – Finland

Halfpipe
10 Goals to unlock

Close to the Finland/Russia border, this is a natural halfpipe of mostly soft snow with some icy spots in the transition. It's a frigid day, but not too cold for the local snowboarders who created Karelian to be the best resort halfpipe in the world.

Lost Resort – Austria

Backcountry **15 Goals to unlock**



This abandoned resort in Seefeld offers three distinct lines to the bottom. Can you master them all? Lots of hidden gaps, shortcuts and giant drops make this one of the premier levels in the game.

TransWorld Summit – USA

Boarder Rally **21 Goals to unlock**



The most difficult race to win, TransWorld Summit offers a variety of options as you careen down the mountain. Go huge off the mega-kickers and over the bridges for big scores, or avoid the jumps and go under the bridges for the fastest times. Don't be afraid to crash through the Closed Slope shortcut!

TransWorld Park – U.S.A.

Slopestyle **31 Goals to unlock**



A superb park located in the Rocky Mountains of the United States. This level has everything for a true freestyle snowboarder: huge kickers, rails, gaps, and quarterpipes. It's a sunny day and about 40 degrees — perfect conditions for a fun day of riding.



Road Gap – Austria
Straight Jump
39 Goals to unlock

Welcome to Innsbruck for a nighttime session of huge airs and giant gaps. Set up well off the first Road Gap to hit the second big Double Road Gap with lots of speed. It's cold and snowy, but don't let that stop you from a 100+ meter drop!



TransWorld Pipe – U.S.A.
Halfpipe
44 Goals to unlock

This huge American halfpipe is really two halfpipes in one. There are two sides with two major transitions from one side to the other. The walls are huge and steep, allowing for massive airs in the chilly winter conditions.



Alps Road – Switzerland
Boarder Rally
48 Goals to unlock

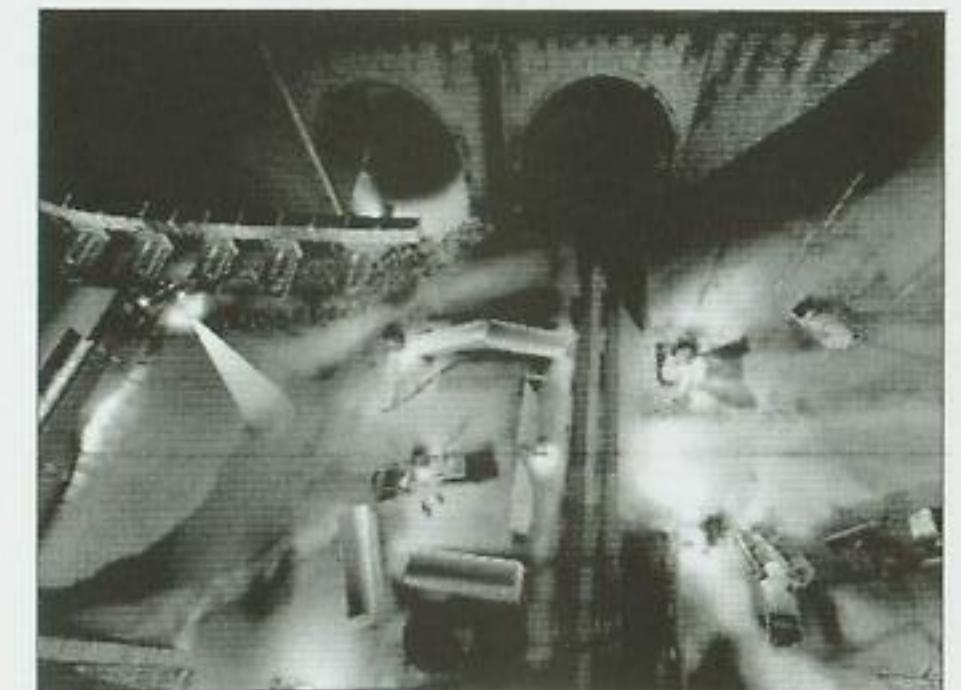
This run in Verbier has one problem — traffic. Avoid all the cars and make it to the bottom first. Look for the early shortcut through the heavy snow to set up all three Road Gaps.

SLC Ghetto – U.S.A.
Slopestyle
63 Goals to unlock



Look out for the 5-0 in this skate-style urban level set in Salt Lake City, Utah. Long rails and huge sets of stairs are the key features. Oh yeah, it's nighttime too!

Train Gap – U.S.A.
Straight Jump
71 Goals to unlock



It's a snowy night in the train yards of Chicago. Hit the big central jump, or look for other ways across the tracks. Don't get clipped by the trains or the game's over.

Tokyo Indoor – Japan
Halfpipe
76 Goals to unlock



This pipe is indoors, located in the middle of the Tokyo metropolis. Look out for burning rails about 20 feet above the lip. See if you can find the secret area outside the pipe tonight, and look for the Car Gap at the bottom.



The Tube – Japan
Boarder Rally
81 Goals to unlock

This spectacular indoor level in Hokkaido offers big jumps and crazy rails. This is one of the longer levels in the game, so try to build up a lead while still doing some tricks to increase your Speed Boost.



Canadian Rockies – Canada
Slopestyle
98 Goals to unlock

Caution — this level contains huge vertical drops and dangerous cliffs! There is a small abandoned village at the top of the level. It's a cold winter day with some snowfall and wind.



Helidrop – U.S.A.
Backcountry
107 Goals to unlock

This giant mountain in Alaska has some of the best helidrop riding in the world. After making it through the Ice Cavern, look for the hidden route, complete with oil pipe rails that you can launch off for huge combos.

Alpe D'Huez – France
Boarder Rally
116 Goals to unlock

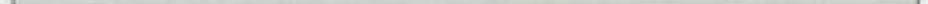
Set in the resort town of La Clusaz, France, this is one of the most difficult levels. The sun is shining and the snow is starting to melt, creating tricky conditions. If you find the Broken Bridge Gap, be sure to perform a good ollie or you'll be scraping yourself off the rocks.



PRO SNOWBOARDER BIOS

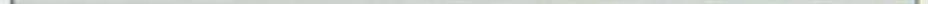
Jussi Oksanen

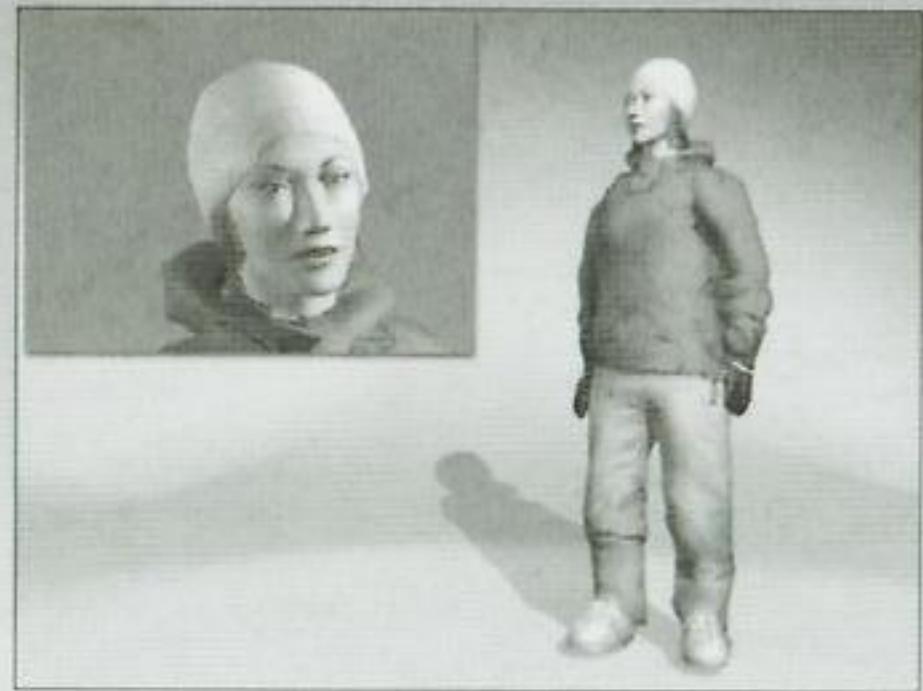
Jussi's dominated the big-air circuit for years with show-stopping moves like his token switch backside nines. Oksanen is no one-hit-wonder boy — he excels at transitions, regularly making the half-pipe finals, and dominating slopestyle as well. Jussi commands respect in all disciplines of the sport, and if there's a kink in his Finnish armor, it hasn't shown yet. Oksanen continues to exercise his dominance in the backcountry and wrecks handrails on the regular.



Andrew Crawford

Andrew Crawford respects versatility. It's a standard he even holds to himself — mixing things up by bringing technical park prowess to the backcountry and a playful, pro-shred outlook to the tanning salon he owns in Salem, Oregon. Born and raised in Montana's Rockies, 24-year-old Crawford now calls the Cascades home and spends his off-time doing burnouts around town in his purple Camaro. Look for Andrew annihilating park rails or peeling wheels in the car lot at a mountain near you.





Tina Basich

Every winter could be her best yet — that's what keeps Tina Basich stoked. As one of snowboarding's true veteran pros, she's been there and done that. From designing her own pro-model boards to leading women's snowboarding by example, Tina has earned her place in the sport's history books. Don't

let her cuteness fool you — she's a fierce competitor and ready to charge the jumps, the powder, or the pipe. She's proven herself time and again, yet still likes to get into the mix — any time is go time for Tina B.!



Wille Yli-Luoma

Wille's best known for exploiting his technical mastery in the powder and going big. No stranger to pain, he's literally lost teeth overshooting landings. Wille's bag of tricks is a heavy one. Conceived and compiled in his hardpacked Finnish homeland, Yli-Luoma often stomps every variation of a seven in a

single session. While powder may be his preference, slaying rails and crushing the park is all part of the plan for Yli-Luoma.



Peter Line

Peter Line is practically the same kid you give wedgies to at school because he's "different." Guess what, now he's filthy rich, doesn't have to do anything he doesn't want to, and always looks like he just woke up. Oh yeah, Peter straight kills everything on a snowboard: disorganized contests and halfpipe walls to backcountry kickers and video parts. Featured in countless Mack Dawg

Productions, *uh*, productions, such as *The Resistance*, *Technical Difficulties*, and *Simple Pleasures*, his compact build is lethal for all-out attacks on any terrain, with signature moves like misty flips and off-axis spins. Seeded, fertilized, and sprouted up in Pennsylvania, he's firmly planted and flowering in Washington state.

Todd Richards

One of the winningest men in snowboarding, TR's taken home fistfuls of titles over the years — Triple Crowns, U.S. Opens — anything and everything. Originally out of Paxton, Massachusetts, Todd spends family time on the beaches of Encinitas, California, and shred time in parks and pipes all over.

Just one in his massive bag of tricks, Richards' signature move is the infamous wet cat 900 in the pipe, which he pulls just slightly more often than his other move — hitting the panic button.



Kevin Jones

Kevin Jones is undoubtedly one of the most popular snowboarders of his time. From out-of-bounds 900s to contest-winning frontside 1080s, K.J. throws nothing but hammers. Spinning 450 board-slides like a walk in the park, Jones has all the ultra-technical rail maneuvers on lockdown, as well. Kevin is unstoppable.

Combining exceptional style and grace under fire, he's usually the crowd favorite at any event.



Barrett Christy

Barrett is bad. With a slew of shred titles to her credit — including ten Winter X-Games medals in all three disciplines — she's a one-woman stunt show. Barrett represented the U.S. at snowboarding's Olympic premiere in Nagano and remains a progressive force in the sport. She's circling the globe chasing dollars and glory in big air and halfpipe.

Flips, spins, and powdery chutes — right now speed-checking is out of the question, Barrett has both feet on the gas pedal.

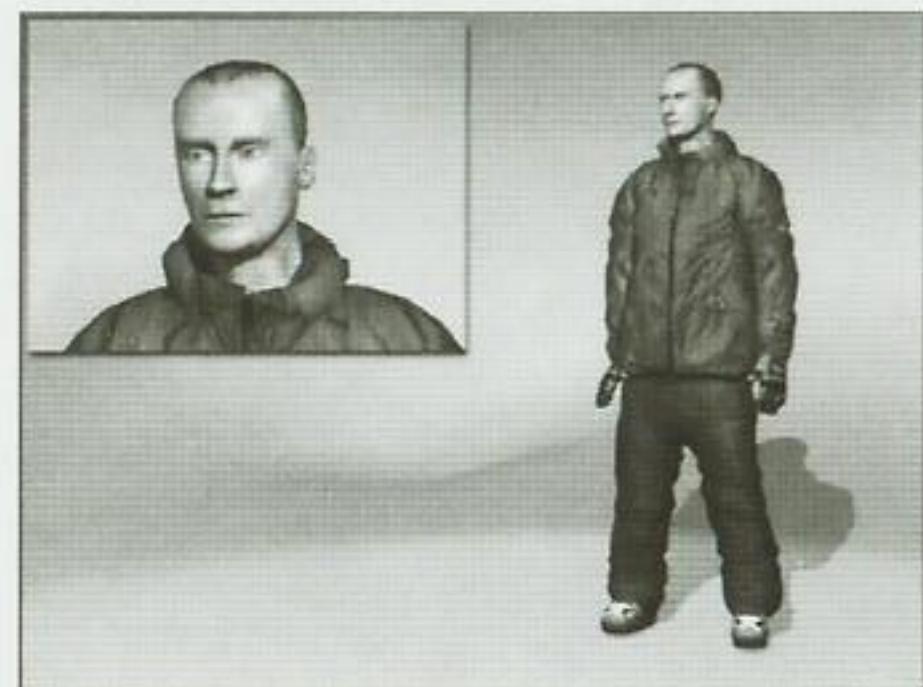




Nicola Thost

Among the European snowboarding elite, Germany's Nicola Thost is a heavyweight. Her large, commanding style and ruthless way of getting the job done earned her the first-ever Olympic gold medal for women's halfpipe in 1998 — and those first-place trophies keep coming in. Nicola's done a round or two

with injuries, but she always comes out the winner, with a new love for snowboarding to boot. Sports magazines worldwide, as well as more, *uh*, "lifestyle-oriented" publications, have given her exposure — so keep an eye out.



Daniel Franck

Explosive — that's a word to describe the riding of Norwegian nutcase Daniel Franck. Consistent is another. For years Daniel has kept up with technical freestyle. In fact, he's set the pace. His pipe prowess and mental edge in the heat of competition have delivered him to the top of many a

podium. Even with a world halfpipe title and a laundry list of other achievements, Daniel has remained a people's hero and has die-hard fans all over the world.

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www.us.infogrames.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need

to do is enter the product's **Tech Support** # when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support** # is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7106 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

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Written by Chief Xcel & Gift of Gab
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www.blackalicious.com

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Performed and written by Jolt 45
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Jolt45music@hotmail.com

"Apossibly"
Performed by The Apex Theory
Written by Andy Khachaturian, David Hakopyan, Artin Karamian and Sammy Watson
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"Get Up"
Performed and written by Noise Therapy
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"See The Light"
Performed by Riddlin' Kids
Written by Baker/Keel/Stroud/Johnson
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"Dear James"
Performed and written by Consumed
Published by Jimmy Spacebags Music (ASCAP)
www.fatwreck.com

"Live On Stage"
Performed by Dilated Peoples
Produced By The Alchemist
Recorded at D&D Studios, NYC by Kevin Bergman & Leo "Swift" Morris
Mixed at D&D Studios, NYC by Kieran Walsh
Written by A. Maman, M. Perretta, R. Taylor
Published by Alchemist Music (ASCAP)/Double Vinyl/Triclops Media (BMI)
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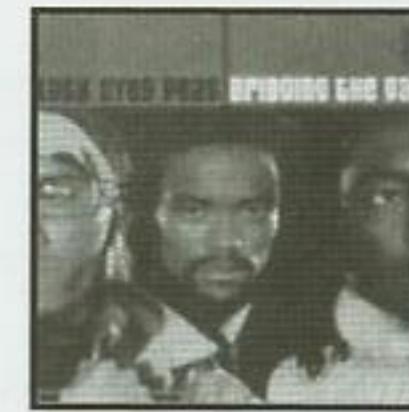
"Lovely"
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Written by T. Mosley/Virginia Beach Music/WB Music Corp. (ASCAP)
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"Left on Center"
Performed by Jetlag, Written by Jetlag
Produced by Joe Clements, Jon Cativera, Andy Earnst, Jetlag
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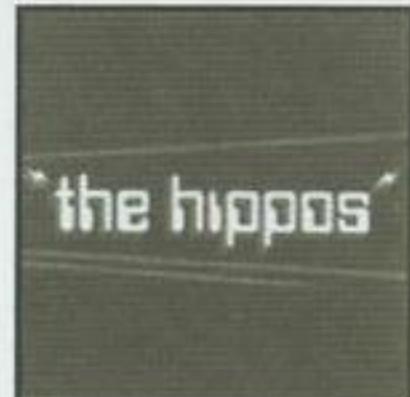
"Set it in motion"
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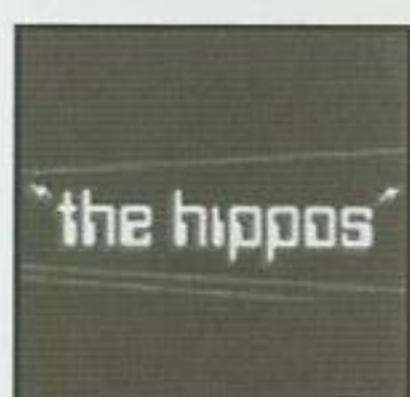
"Battle Ready"
Performed by OTEP
All words and Lyrics by Otep Shamaya
Music by Jay McGuire/Mark Bistany/Robert Patterson
Produced by Terry Date, Executive Producers Xen F. Lang III, Otep Shamaya
Lead and Background Vocals by Otep Shamaya
Additional background vocals on Battle Ready by eViL J
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"Never Gonna Last"
Performed by The Hippos
Written by James Bairian and Louis Castle
Published by Mullet Cut Music (ASCAP)
www.thehippos.com



"Summertime"
Performed by The Hippos
Written by Ariel Rechtshaid
Published by Mullet Cut Music (ASCAP)
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"Take What's Ours" and "Monsters We Breed"
Performed and written by The Line
From the Volcom Entertainment Album "Monsters We Breed"
Produced by Steve Kravac and The Line
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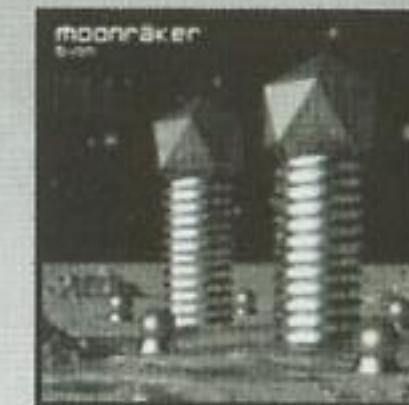
"Paris in the spring", "Odyssey 5", "Get Into It",
"Hard and Funky", "If It Ain't Got", "Take Me, I'm Yours", "Everybody Come On", "Kids",
"Universal", "ABC's" and "Wise Selection"
Performed and written by Dr Onionskin
Produced by Dr Onionskin, Base 9,
909-859-6563, (c) 1996 and 1997 Shane Ries
www.base009.com, base009@aol.com



"Mind, Body, and Soul" and " Hott"
Performed and written by Phonic
Produced by Phonic, (c) 2001 Shane Ries
Base 9, www.base009.com
909-859-6563, base009@aol.com



"Proximity", "Evasion" and "Mission"
Performed and written by Moonraker
Produced by Moonraker, (c) 2001 Shane Ries
Base 9, www.base009.com
909-859-6563, base009@aol.com



"Demons", "Winter", "Tears Fall Down" and "If You Want"
Performed by Death on Wednesday
Written by Nate Lawler
From the Album "Buying the Lie" (except "Winter" which is previously unreleased), Produced by Trevor Keith
Sidecho Records, (c) 2000 Death on Wednesday
www.deathonwednesday.com, info@deathonwednesday.com



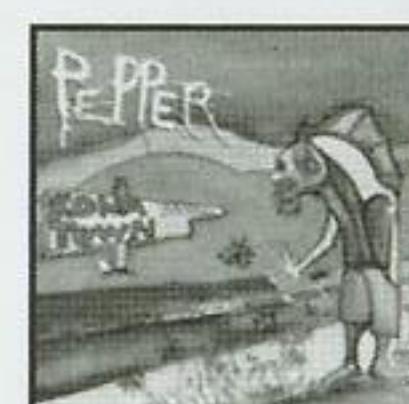
"Get Up, Get On It" and "Threw the Teeth"
Performed by Furious IV
Written and produced by Ian Flannon Taylor
(c) 2001 Flannon Music
www.furiousiv.com, ian@furiousiv.com



"Mind" and "Hate Me"
Performed by Brush the Green
Written by Rocky Mazzarella
Produced by Brush the Green
Propaganda Music, 949-499-4330
www.brushthegreen.com, www.propagandahq.net,
info@propagandahq.net
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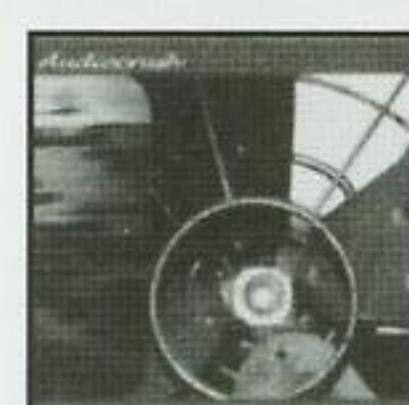
"Stone Love", "Sittin' on the Curb" and "Face Plant"
Performed and written by Pepper
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Produced by Steve Kravac and Pepper
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Performed by Rurik
Written by The Rev. C Dale
Produced by Rurik, 323-860-3299
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www.ruriknation.com, Athir@aol.com



"Of Loss and Fear" and "Autumn Leaves"
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Produced by Gordon Gurley and Audiocrush
Audiocrush appears courtesy of Loreleirecords
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831-461-5080, records@sessions.com



"Nothing at All", "Railed", "Conspiracies are Free"
Performed by Downway, Written by Downway
Produced by Russ Rankin
Sessions Records, 831 461-5080
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www.sessions.com, records@sessions.com



"Sunday Again"
Performed, written, and produced by Fury 66
Sessions Records, 831 461-5080
(c) 2001 Fury 66
www.sessions.com, records@sessions.com



"Angel Heart"
Performed and written by Hopelifter
Produced by Andy Earnst and Hopelifter
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Performed by Jim Crow
Written by Jamal Jones for Showdy Pimp Music (ASCAP), Damon Green for Brown Liquor Party (ASCAP), Ricardo Lewis for Buddy Ro (ASCAP) (c) 2001
Produced by Jazze Pha
Courtesy of Interscope Records under license from Universal Music Enterprises
www.jim-crow.com



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Performed and written by Lonely Kings
Produced by Cameron Webb & Luke Pabich
Sessions Records, 831-461-5080
(c) 2001 Lonely Kings
www.sessions.com, records@sessions.com



"A Beautiful Thing"
Performed by Essential Grooves
Written by ENO DNA, Music by Alfa One Seven
Produced by Alfa One Seven
Base 9 (c) 2000/2001 Shane Ries, www.base009.com
909-859-6563, base009@aol.com



"Arab Trak", "Chill Track", "Payback's a Bitch",
"Saturday", "The Mummy", "Triton Beat", "VIP",
"The Game", "1, 2, 3 MC's", "No More Me"
Performed by MyG, Written and Produced by MyG
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